

COMPUTER QUARTERBACK™

A REAL-TIME COMPUTER STRATEGY FOOTBALL GAME



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COMPUTER QUARTERBACK



COMPUTER QUARTERBACK

• Real-Time Play Selection
• Graphic Display of Offensive & Defensive
• Pro Version with 18 Offenses & 14 Defenses

- Two-Player & Computer vs-Opponent Versions
 - Pro Version with 36 Offenses & 24 Defenses
 - Pro Version Allows You to Draft Your Own Team with 2.7 Million Dollars!
- SA

For Your
Apple II
with
AppleSoft
ROM Card
or
Apple II
plus
48K
Memory
& 1 Mini
Floppy
Disc Drive

Cover
Design:
LOUIS
SABON



COMPUTER
QUARTERBACK

is every football fan's ultimate dream come true. Now
you can be the mastermind behind every offensive and
defensive plays needed to win the most realistic strategy
football game ever designed!

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CUSTOMER RESPONSE CARD

1. What game is this card from?

2. What computer did you use to play
this game?

3. What additional equipment did you
purchase in order to play this game?

4. Please rate the following aspects of
the game: (9 = excellent, 1 = poor)

_____ Playability

_____ Realism

_____ Excitement

4. Was this a fun game to play? _____

5. What other features would you like to
see in this and/or future wargames?

6. What computer games would you
like to see in the future?

7. Would you be interested in reading
and/or writing for a magazine de-
voted to complex computer games?

8. Would you like to be placed on our
mailing list?

If yes, please write in your name and
address below.

9. Have you ever played a board war-
game before?

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STRATEGIC SIMULATIONS INC.
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PRO DEFENSIVE PLAYS

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COMPUTER QUARTERBACK

KEY MAN					
BLAST MAN					
STUNT MAN					
KEY STRONG ZONE					
KEY WEAK ZONE					



COMPUTER QUARTERBACK

KEY MAN					
BLAST MAN					
STUNT MAN					
KEY STRONG ZONE					
KEY WEAK ZONE					

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PRO DEFENSIVE PLAYS

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KEY MAN 	BLAST STRONG ZONE 	UNDER MAN 	6-1 KEY MAN 	SAFETY BLITZ
BLAST MAN 	BLAST WEAK ZONE 	UNDER WEAK ZONE 	STRONG DOG 	SHORT YARDAGE
STUNT MAN 	STUNT STRONG ZONE 	OVER MAN 	WEAK DOG 	PREVENT
KEY STRONG ZONE 	STUNT WEAK ZONE 	OVER STRONG ZONE 	MAD DOG 	PUNT RETURN (RUSH)
KEY WEAK ZONE 	KEY MAN DEEP ZONE 	3-4 KEY ZONE 	RED DOG 	DOUBLE TEAM SPLIT END (X) DOUBLE TEAM TIGHT END (Y) DOUBLE TEAM FLANKER (Z) NO DOUBLE TEAM STANDARD ALIGNMENT SPREAD ALIGNMENT TIGHT ALIGNMENT

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PRO DEFENSIVE PLAYS

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PRO OFFENSIVE PLAYS

CROSS BUCK	TRAP	TRAP DRAW	X QUICK OUT (sh)	V GO (med)	HB OPTION (med)
DIVE	SWEEP	DRAW	BACKS OVER MIDDLE (sh)	Z POST (l)	HB FLARE (sh)
MIDDLE BLAST	QUICK PITCH	FB SCREEN RIGHT (sh)	HB HOOK LEFT (sh)	Z FLY (l)	ACTION FB FLY (med)
TACKLE BLAST	SWEEP WEAK	HB SCREEN LEFT (sh)	Z SQUARE OUT (med)	FIELD GOAL	FLEA FLICKER (l)
POWER	REVERSE	X QUICK SCREEN (sh)	V CROSS (med)	ACTION X FLY (l)	FIELD GOAL
SLANT	COUNTER DRIVE	Z SLANT (sh)	X HOOK (med)	ACTION X SQUARE OUT (med)	PUNT

..... = pass to — = block —▶ = handoff to —▶ = fake handoff
 l = long sh = short med = medium
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DIVE	SWEEP	DRAW	BACKS OVER MIDDLE (sh)	Z POST (l)	HB FLARE (sh)
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SEMI-PRO DEFENSIVE PLAYS

1 KEY MAN 	4 KEY STRONG ZONE 	8 OVER MAN 	12 SHORT YARDAGE
2 BLAST MAN 	5 KEY WEAK ZONE 	9 3-4 KEY ZONE 	13 PREVENT
3 STUNT MAN 	6 KEY MAN DEEP ZONE 	10 6-1 KEY MAN 	14 PUNT RETURN (RUSH)
7 UNDER MAN 	11 SAFETY BLITZ 		



You never thought your computer could be this exciting!
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1 KEY MAN 	4 KEY STRONG ZONE 	8 OVER MAN 	12 SHORT YARDAGE
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SEMI-PRO OFFENSIVE PLAYS

1 DIVE		4 TRAP		8 DRAW		12 Y CROSS (med)		16 FLEA FLICKER (l)	
2 MIDDLE BLAST		5 SWEEP		9 HB SCREEN LEFT (sh)		13 X HOOK (med)		17 FIELD GOAL	
3 SLANT		6 QUICK PITCH		10 Z SLANT (sh)		14 Z POST (l)		18 PUNT	
		7 REVERSE		11 X QUICK OUT (sh)		15 HB OPTION (med)			

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COMPUTERTM QUARTERBACK

RULE BOOK



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opposed heavily by the linebackers and they are supported by their line.

- Fumbles are adjusted up by the rating of the overall defense and are reduced by the quality of the ball carrier.
- The average gain on a rushing play is improved by the runner and his line and is opposed by the linebackers and their line. Runs in excess of the average are further adjusted by the runner versus the linebackers and shorter runs are revised by the conflict of the offensive line versus the defensive line. For instance, if the offense is rated at 130% in defensive line, then the average yards gained for a given running play will be increased by 60%, fumbles will be reduced by 60% and all other outcomes will be increased by 60%.
- Pass Interceptions will be increased directly with increases in the quality of the deep backs (safeties and cornerbacks) and the linebackers but will be decreased by the qualities of the quarterback and the receiver.
- Trapping of the quarterback behind the line on passing plays will be reduced to a large extent by the offensive line quality and to a small extent by the quarterback himself. It will be increased by improvements in the defensive line's ratings.
- Pass completion percentages are improved equally by the quarterback and the receiver and are reduced considerably by the defensive backs (linebackers and deep backs) with aid from the defensive line.
- The average yards gained on a pass are a result of the receiver's quality versus the defensive backs. Long gains are found through the conflict of the receiver and the deep backs, short gains between the receiver and the linebackers.
- All kicks are directly related only to the quality of the kicker. (He represents both the punter and the place kicker). Runbacks and blocked kicks are determined by the opposition of the two special teams categories.

DEFENSIVE ALIGNMENT AND DOUBLE TEAMING

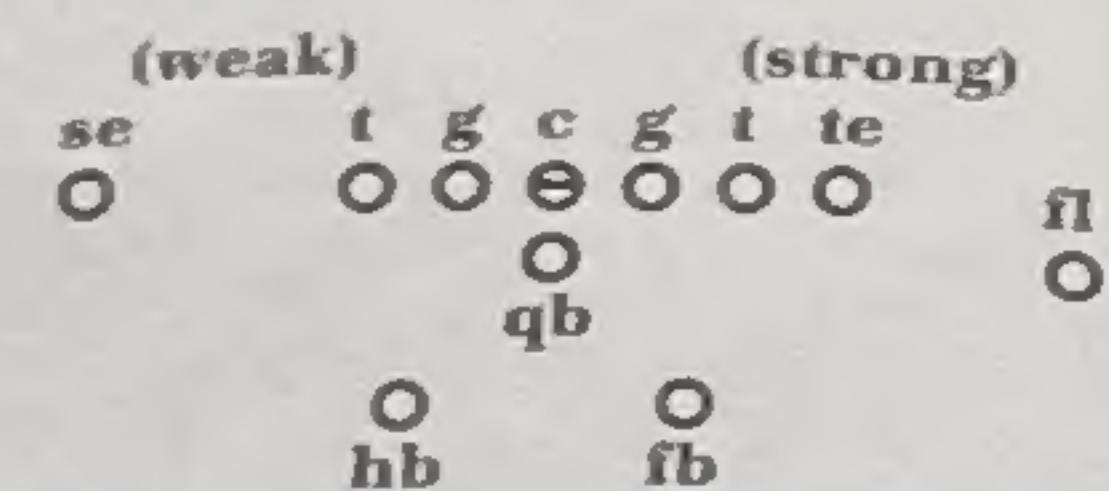
Both of these "settings" are entered as normal plays using the number you assigned them and remain in effect till they are given new settings. At the start of each possession the defensive line is set in a standard alignment and the defensive backs are not double teaming anyone. The "plays" to revise both of these settings may be entered any time before or after calling a "real" defensive play. A note informing both players that the defense has changed either alignment or double teaming will be displayed with the results of any play in which that change was important. If, for instance, the defense changed from a standard alignment to a tight one, that change will not be mentioned until the offense calls a run and the defense is in a keying line set.

The alignment only affects running plays on which the defense is not blasting, stunting, dogging or blitzing. Runs up the middle will be reduced by 10% for tight alignments and increased by 10% for spread ones. The opposite effects are imposed on a run outside.

Double teaming affects only passes where the defense is in standard man-for-man coverage and is not rushing any backs (dogging, blitzing or 6-1). A double-teamed receiver will have the completion rate of passes thrown to him reduced by 30% plus a small increase in the chance of interception. However, while he is being double covered, all other receivers have a 10% greater chance of catching their passes.

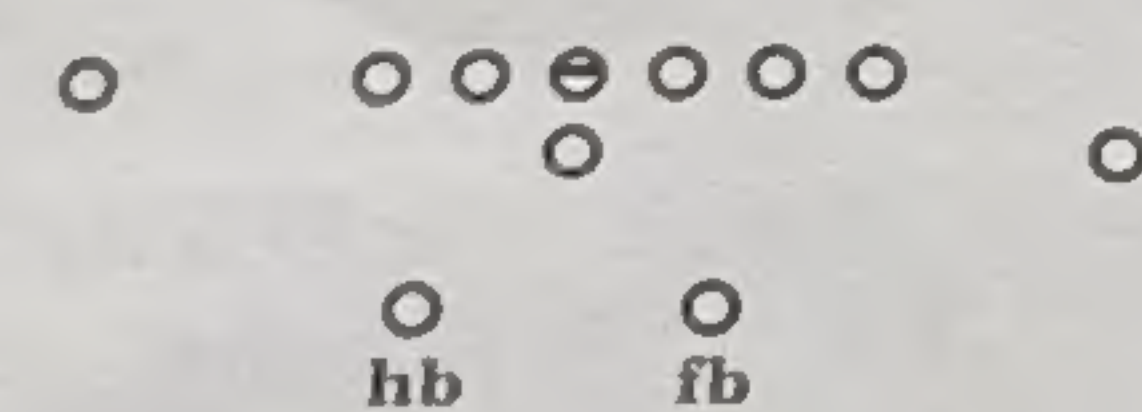
THE OFFENSE

Almost all pro football plays are run from what is called the "three end offense". This alignment is a development of the modern passing game, since it places three receivers at (or near) the line. These are: the split end, the tight end, and the flanker. This formation creates an unbalanced line that can also be very effective for running plays. The side with the tight end is called the "strong" side and the other the "weak".

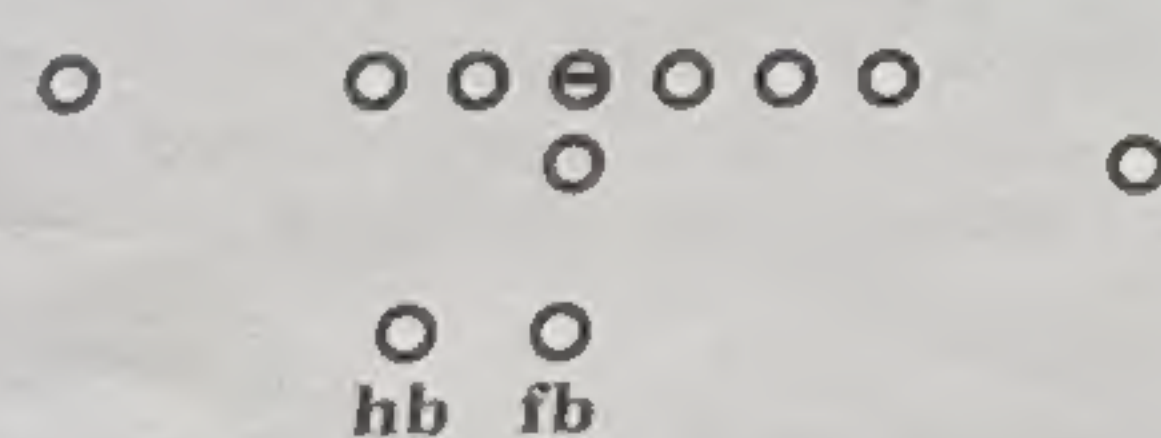


THREE END OFFENSE

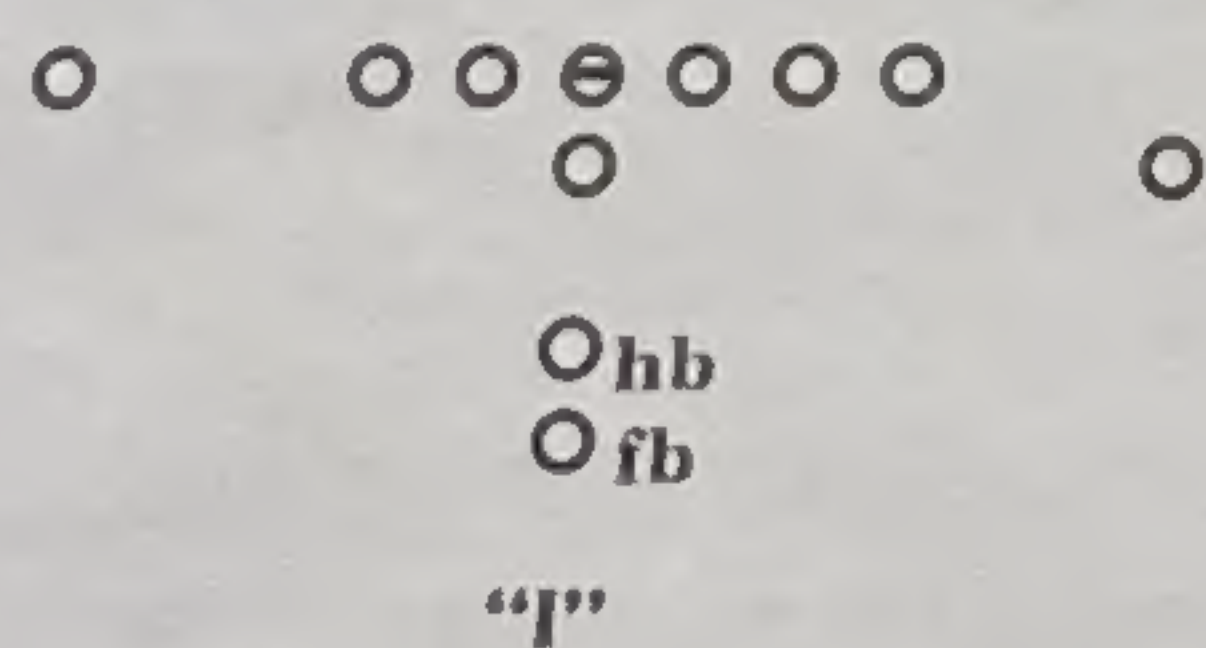
The line positions as shown above are (from left to right): split end, tackle, guard, center, guard, tackle, and tight end. The backfield is made up of the quarterback, flanker, halfback, and fullback. There are three main backfield shifts used to provide a variety of attacks from this offense. They are: split backs, weak back and the "I". All are shown below.



SPLIT BACKS



WEAK BACK



Although some professional teams occasionally flip the split end to make the opposite side "strong", for simplicity in this game, the strong side will always be on the right.

THE OFFENSIVE PLAYS

RUNS

Cross Buck This quick run up the middle by the halfback is set up by a cross block of the left guard and center. It is good for a couple of yards. This play has the lowest chance of fumble of all your plays and like the dive is often the only thing that works against short yardage.

Dive The dive is an up and over by the fullback. The line tries to wedge the defense back from the center. Short yardage is all this play is generally good for.

Middle Blast The fullback blasts a hole in the center of the defense and the halfback follows him through. You can almost always count on a few yards, and against a blasting or stunting defense this play can break for good yards. This is a real "bread and butter" play for sustaining a good ground game.

Tackle Blast On this blast play the halfback leads through the hole between the left tackle and guard and is followed by the fullback. Gains here are slightly lower than the middle blast but it will get their attention if they are over shifting. A good conservative run play.

Power This play is like a quick sweep with only the weakside guard pulling and the halfback cutting on the inside of the tight end instead of going all the way around. This play should average around 5 yards but can also be caught in the backfield by blitzing backers. This is the beginning of the standard runs that can gain 5-10 yards but get riskier.

Slant This simple off-tackle run is the most popular play in the NFL. The fullback slants to the weakside and, depending on the blocks that are made, may run straight ahead or cut inside or outside. This mid yard-gainer is popular for good reason.

Trap The strongside defensive end is the target for this solid run. The halfback has good breakaway potential with this play — especially if the defense is blasting.

Sweep This play is powerful! It is almost the only choice if you need more than 5 yards on the ground. If it goes as planned, the pulling guards will mow over the strong side of the defense, but since it's a little slow to develop, occasionally the runner will be caught in the backfield.

Quick Pitch This play has great breakaway potential since the halfback can have the ball on the weakside before the defense knows what's happening. It can even beat them when they're looking for a run! But a bad pitch can mean a big loss or even a fumble.

Sweep Weak This is the flip side of the standard sweep — only in the opposite direction.

Reverse A tight end reverse can really burn a defense that has been "keying" repeatedly. This play will either gain big or lose big.

Counter Drive This misdirection run starts just like a sweep but the fullback takes the ball to the weakside instead. It has a very high breakaway chance especially against a defense that has been heavily keying. This is a great play if you can afford the risks.

Trap Draw This halfback draw works great against blasts, stunts or blitzes. It's a good way to slow down the pass rush but is almost useless against a key type defense.

Draw The fullback carries on this draw play that is even better against a blasting line than the trap draw. It's not as bad

against a keying line but the hole gets plugged if they're stunting.

SCREENS

FB Screen Right This screen is a powerful play even against a 6-1. It will hurt a rushing defense like a draw and when the ball is caught (about 65% of the time) the run is hard to stop.

HB Screen Left This play is basically the same as the fullback screen except on the opposite side with one less blocker.

X Quick Screen The split end gets the ball fast and gets a chance to run with this play. The gains aren't as big as with the other screens (there are only two blockers) but it's so quick there is rarely a loss.

PASSES

• For passes the split end is referred to as "X", the tight end as "Y" and the flanker as "Z".

Z Slant This is a high percentage pass which, when complete, will usually net about 10 yards. It's a good conservative play to mix with a running game to keep the defense honest.

X Quick Out This is a sideline pass, slightly shorter than the Z slant. It's almost as good as a screen in stopping a blitzing defense.

Backs Over Middle Both backs go out and the quarterback tosses the ball to the one that's open. This play is better than any other against both of the 4-3 zone rotations.

HB Hook Left This toss to the halfback in the left flat is great against a strong zone and isn't bad against a weak rotation, either.

Z Square Out For 15 yards against a man-for-man defense this pass to the flanker on the sideline is your best bet. Against a strong zone — forget it!

Y Cross The tight end goes 10 yards deep and then cuts left almost parallel to the line. This makes it very effective against the zone. The stats on this say 44% complete for an average of 17 yards.

X Hook This is another medium yardage pass. Although vulnerable to the weak zone, it really burns a strong rotation.

Y Go Here the tight end runs like heck straight downfield and the quarterback just tries to connect. Good man-for-man coverage can mean an interception or at least a busted pass, but against the zone it should be good for 20 yards more than half the time.

Z Post This "bomb" pass is why they invented zone defenses. Even if you get man-for-man coverage, the chances this one will be good are about 1 in 4. When it is, it'll be good for 40 or 50 yards. Use it when the defense is expecting a run or a short pass (6-1 or 3-4) and that will learn them. Watch out though, this is the pass deep safeties love to intercept!

Z Flag This sideline pass can be broken up or worse by a strong zone rotation. Otherwise it's good one third of the time for one third of a football field.

Z Fly This play is very similar to the Z post except that the fly pattern is a little better against a weak zone.

Action X Fly This play action pass to the split end is good against a strong zone rotation but is even better against a man-for-man defense, especially if they have been keying a lot. Its chances are generally less than one in three of being

AVERAGE GAIN (% COMPLETE)

		1 Key Man	2 Blas Man	3 Stunt Man	4 Key Strong Zone	5 Key Weak Zone	6 Key Man Deep Zone	7 Under Man	8 Over Man	9 3-4 Key Zone	10 6-1 Key Man	11 Safety Blitz	12 Short Yardage/ Punt Return	13 Prevent
Dive	1	1	1	3	1	1	1	2	1	2	1	1	1	2
Middle Blast	2	4	8	8	5	5	5	2	2	7	3	8	0	8
Slant	3	6	5	8	6	6	6	2	7	7	2	4	2	6
Trap	4	5	8	4	5	5	5	5	2	6	3	5	1	8
Sweep	5	6	7	8	6	6	6	9	1	6	3	3	2	7
Quick Pitch	6	5	8	10	5	5	5	2	11	6	5	8	0	6
Reverse	7	7	4	6	7	7	7	3	10	7	6	-2	0	8
Draw	8	3	10	7	3	3	3	8	3	5	3	9	-1	7
HB Screen Left	9	8 (65)	10 (65)	11 (65)	9 (66)	9 (60)	8 (65)	6 (62)	9 (67)	7 (60)	5 (65)	11 (68)	1 (65)	14 (68)
Z Slant	10	9 (62)	9 (62)	9 (62)	9 (30)	15 (60)	10 (65)	10 (62)	10 (62)	9 (25)	12 (65)	20 (68)	20 (40)	15 (70)
X Quick Out	11	7 (62)	7 (62)	7 (62)	11 (72)	7 (40)	8 (65)	7 (62)	7 (62)	6 (35)	8 (62)	15 (70)	15 (43)	13 (78)
Y Cross	12	17 (43)	17 (43)	17 (43)	17 (58)	17 (45)	17 (40)	17 (43)	17 (43)	17 (43)	16 (45)	24 (60)	25 (24)	15 (35)
X Hook	13	13 (37)	13 (37)	13 (37)	15 (60)	13 (33)	13 (34)	13 (37)	13 (37)	14 (45)	14 (40)	20 (43)	20 (20)	18 (30)
Z Post	14	40 (25)	40 (25)	40 (25)	55 (15)	55 (15)	28 (20)	40 (25)	40 (25)	60 (30)	55 (48)	63 (27)	45 (20)	30 (15)
HB Option	15	25 (42)	25 (30)	25 (30)	15 (38)	25 (50)	20 (35)	25 (42)	25 (42)	30 (40)	25 (62)	35 (20)	25 (33)	20 (27)
Flea Flicker	16	60 (16)	60 (16)	60 (16)	60 (16)	60 (16)	60 (10)	60 (16)	60 (16)	75 (35)	70 (38)	75 (16)	75 (29)	55 (5)

The above table is a considerable simplification of all the values used by the program to determine outputs. For instance, for a Sweep against a Key Man, the table shows an average of 6 yards; but, using all the facts in the computer, this play will lose yards 13% of the time; it has a 77% chance of gaining 1 yard or more; a 49% chance of 5 yards; a 4% chance of 30 yards; and a 3.1% chance of fumble. For a pass such as the Z Post against a Key Man which has a 25% completion rate, there is also a 12% chance of an interception; a 15% chance that the quarterback will be trapped behind the line; and 3% chance of a fumble.